

Transition to/from Operational Map to/from Strategic Display [GSR 6.7]

Location	Ground Unit	Airmobile Movement or Helicopter Combat Support
Poland	See below (no unit may be in the Poland Land Area)	To Southern Baltic – Begin within 7 hexes of northern map edge From Southern Baltic – Enter northern map edge with 7 MPs/range remaining
Germany	All MPs	To Operational Map – Enter western map edge having used 7 MPs/range To Germany – Must have 7 MPs remaining
Kaliningrad, Lithuania (not Sūduva), & Belarus	1 MP (stop if entering Land Area)	To Operational Map – Enter corresponding map edge having used 7 MPs/range To Land Area – Must have 7 MPs remaining
Sūduva	Ignore the Land Area on the Strategic Map	

Strategic Display Rules Quick Reference [GSR 6.2-6.5]

Stacking	Holding Box/Land Area – unlimited; Island Land Area – 3 Stacking Points
Ground Movement	Move to adjacent Land Area using all MP. NATO Holding Box and Germany Land Area are the same area, Russia Holding Box and Russia Land Area are the same area, and Belarus Holding Box and Belarus Land Area are the same area.
Combat	Only in same Land Area. Terrain is always Rough Woods. Defender creates stacks of up to 4 Stacking Points (3 in Island Land Area). Attacker may then attack individual stacks with up to 6 Stacking Points (3 in Island Land Area). Retreat results are ignored. HQ and Artillery can support in the same Land Area.
Air Transport	From a friendly-controlled Holding Box, Land Area, or Airbase/Airfield to a friendly-controlled Holding Box, Land Area, or Airbase/Airfield.
Sea Transport	Port to Port per 8.5.7.1; can be between Ports on the Strategic Display and Operation Map.
Airborne Movement	From a Holding Box, Land Area, or Airbase/Airfield to a Land Area or eligible hex on the Operational Map.
Airmobile Movement	Can trace movement through one intervening Land Area or At Sea Box. NATO Holding Box and Germany Land Area are the same area, Russia Holding Box and Russia Land Area are the same area, and Belarus Holding Box and Belarus Land Area are the same area.
Attack Helicopter Missions	In or adjacent to own Land Area.
SOF Missions	Raids against Holding Box Installations are in Rough Woods and “occupied, but by less than a brigade”. [GSR 5.5.3] Raids against HQs; the HQ can claim “occupied” DRMs if other ground units with AS > 0 in same Land Area. [GSR 6.5.1] Raids against Attack Helicopters are in Urban terrain.
Strikes	Targets in Land Areas are in Rough Woods. Installations in a Holding Box (including S-400) [GSR 5.5.3] are in Rough Woods, within 2 hexes of an HQ, and within 10 hexes of an S-400. [GSR 13.7]
Gotland [GSR 6.6.2.1]	Enemy Naval Movement into the Southern or Northern Baltic is a Contested Sea Movement with a +1 DRM. –2 DRM to Naval Detection rolls in the At Sea and associated Inshore Boxes as indicated by the arrows. –3/+3 DRM to Sea Control die rolls for the Northern and Southern Baltic At Sea and associated Inshore Boxes.
Bornholm [GSR 6.6.3]	If non-Allied controlled, Allied player cannot enter the Bornholm Basin At Sea Box from the North Sea. –2 DRM to Naval Detection rolls in the At Sea and associated Inshore Boxes as indicated by the arrows. –3/+3 DRM to Sea Control die rolls for Southern Baltic and Bornholm Basin At Sea Boxes and associated Inshore Boxes.

Next War: Poland ADF Quick Reference (S-400 and Aegis Ashore allow Detection and SAM only; no AAA.)

S-400 on Operational Map [GSR 13.7.1]	All Allied Air and Helicopter missions on the Operational Map, the Extension Map, the Land Areas of Kurzeme, Žemaitija, and Vilnius, as well as the Southern Baltic At Sea and all Inshore Boxes associated with the Southern Baltic are treated as if the Allied mission was in an enemy country.
S-400 in an Island Land Area [GSR 13.7.1]	All Allied Air and Helicopter missions in the adjacent At Sea or associated Inshore Box, as well as the Island Land Area are treated as if the Allied mission was in an enemy country.
S-400 in both an Island Land Area and Kaliningrad [GSR 13.7.2.1]	All Allied Air and Helicopter missions on the Operational Map and Strategic Display are treated as if the Allied mission was in an enemy country.
S-400 printed in Russia [GSR 13.7.3]	All Allied Air and Helicopter missions in any Land Area adjacent to Russia in Estonia, Latvia, and Lithuania are treated as if the Allied mission was in an enemy country and use the permanent Russia Air Defense values printed on the map.
Russian Air Defenses [GSR 13.8]	The Russian Holding Box and Russia Land Area have permanent values printed on the map.
Aegis Ashore [GSR 16.11]	All non-Allied Air and Helicopter missions in the Bornholm Basin and Southern Baltic At Sea, associated Inshore Boxes, and any Land Area adjacent to them are treated as if the non-Allied mission was in an enemy country.
Land Areas [GSR 6.5.2]	[Standard Game] Apply the ADF DRMs for Armor/Mechanized units if an Armor/Mechanized unit is in the Land Area or in one the unit(s) passed over. [Advanced Game] Apply the ADF DRMs for HQs if an HQ is in the Land Area or in one the unit(s) passed over.

Strike Effects Table			
	Strike 1	Strike 2	X or Destroyed
Ground Unit [27.3]	-1 Attack, Defense, MA, ER (min. 1) Can't move during Exploitation or Elite Reaction	-2 Attack, Defense, MA, ER (min. 1) Can't move during Exploitation or Elite Reaction Can't use Airborne, Airmobile, or Sea Transport	Step loss or eliminate (if one step) Remove any Strike marker
HQ/Artillery [27.3]	As above for Ground Unit + Lose one Combat Capability*	As above for Ground Unit + Lose one Combat Capability* Can only move one hex during other Movement Segments	As above for Ground Unit + Lose one Combat Capability*
Supply Depot [27.3]	No effect	Can't create MSUs Can't remove for Supply Points Supply Range reduced to 4 Motorized MPs	Eliminate
MSU [27.3]	May not move in Initiative Movement Segments MA half in Basic Movement Segment	Movement as per Strike 1 Can't be flipped to create a Supply Depot Can't be removed for Supply Points	Eliminate
Installation (Airbase, Port, etc.)/ Airfield [27.7]	Reduce Port capacity by one	Reduce Port Capacity by two. Airbase/Airfield may not be used for Air Transport, Airborne Movement, Airmobile Movement Attack Helicopters may only Rebase	Award appropriate VP to destroying player Installation may not be used for any purpose Attack Helicopters may only Rebase May be repaired
Beachhead [27.7.3]	Reduce Sea Landing capacity by one	Reduce Sea Landing capacity to zero Ignore Strike 1 results	Flip to No Supply Side.
CVN/CV/SAG [27.4]	May retreat to nearest friendly Port or At Sea Box +1 to Naval Surface Combat	May retreat to nearest friendly Port or At Sea Box +2 to Naval Surface Combat	Remove from map; place 4 turns ahead
AMPH [27.4]	As above for CVN/CV/SAG + Ground units embarked lose a step from the stack	As above for CVN/CV/SAG + Ground units embarked lose two steps from the stack	As above for CVN/CV/SAG + Eliminate all embarked Ground units
Sea Transport [27.4]	Ground units lose a step from the stack	Ground units lose two steps from the stack	NA

* HQs and Artillery lose one combat capability each time a Strike result is applied to them. It is not based on the actual Strike result.

